

Nintendo

ENTERTAINMENT SYSTEM

WCW™
WORLD CHAMPIONSHIP
WRESTLING

NES—S9—USA ★



EmuMovies



Please read this instruction booklet to ensure proper handling of your new game; then save the booklet for future reference.

Precautions

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit it or drop it.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.



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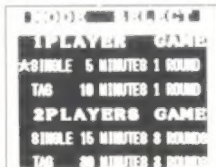
Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

World Championship Wrestling

Become your favorite NWA wrestler and clobber your way to victory using specialty moves like Ricky Steamboat's "Flying Body Press" or Sting's "Scorpion Death Lock." Playing WCW, you'll feel like you're in the ring and part of the action fighting as a famous tag team, or going solo. Round by round, you defeat opponents until you face the final challenge—the WCW Master. Knock him out and you've earned the WCW Belt.

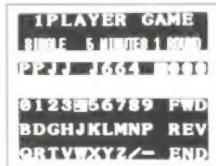
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Beginning the Game Mode Select Screen



Select a mode by moving the cursor to the desired mode on the Mode Select Screen and pushing the start button. If you choose to play a single match against the computer, "Password" and "yes" or "no" will appear on the screen. If you choose "yes" to input the password, push start and the password screen will appear. Choose "no" using the start button and the wrestlers' names will appear on the screen.

Password Screen



Input the 12 letter password by moving the cursor with the + button and choosing the letters with A or B button. You can save your game if you are playing a one person game against the computer.

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Wrestler's Select Screen



Select your favorite wrestler from the top 12 NWA wrestlers. Find out all the wrestlers' statistics by checking the Profiles on the demo screen. To choose, move the cursor with **+** button and execute using A button. When you want to cancel your choice of wrestlers, press B button immediately and choose another wrestler. When a wrestler has been chosen, the cursor will turn red.

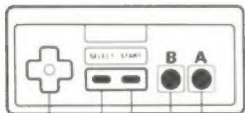
Favorite Moves Select Screen



Each wrestler has 8 favorite moves which he can perform. Choose 4 of these moves per wrestler, per match. To select, move the cursor to the favorite move you want to use, and execute with A button. To cancel, push B button. One corner of **+** button will turn red, indicating which part will perform the move when pushed along with B button. Remember which part of the **+** button controls which move. You'll need to use these during the match.

Now you're ready to begin the match!

Names of Controller Parts and Operating Instructions



Use Controller 1 in 1 player games

Use Controller 2 for second player in 2 player games

1. + Button:

Moves the cursor on the select screens

Moves players during a match

2. Select Button:

Moves the cursor on the select screens

3. Start Button:

Executes mode on the select screens

Displays scoreboard during a match

4. B Button:

Executes kick

B Button & + Button:

Executes body slam, head butt, and hammer throw depending on which direction the + button is pressed.

5. A button:

Executes punch

A button & + button:

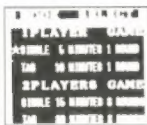
Executes one of the player's favorite moves

A & B buttons together:

Executes the player's specialty move.

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Modes



There are four different modes in World Championship Wrestling. You can play a single match or tag team match against the computer, or against another player.

Mode	Game Type	Time	Description
One Player: Single <i>One Player vs. One Computer Wrestler</i> <i>In this mode, you can save the game to continue later.</i>	One round match	5 min.	You select one of the 12 wrestlers and have an elimination type tournament with the wrestlers in the order selected by the computer. When you win a match, you are faced with the next opponent. If there is a draw, you have to re-wrestle the same player in order to advance. If you lose, "continue" and "end" will be displayed on the screen. If you select "continue" then there will be a rematch with the same wrestler. If you select "end" then the game goes back to the title screen. When you defeat all 11 wrestlers once, you will become a WCW Minor Champion. But the challenge doesn't end there. You have to go through one more round of bouts against all 11 wrestlers before you are faced with the final challenger: WCW Master. A victory against him gives you the WCW belt and proves you are a true WCW Champion.

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Mode	Game Type	Time	Description
One Player: Tag <i>One Player Tag</i> <i>Team vs. Computer</i> <i>Tag Team</i>	One round match	10 min.	Select two of the 12 wrestlers and fight against five teams of wrestlers chosen by the computer. The winner is determined by a point system. Different points are allocated for winning by "fall", "give up", "out of ring" and "time up". Each team will fight three series, and the team with the highest points wins. A score chart listing each teams wins and losses appears at the end of the match.
Two Player: Single <i>Two Person Game-</i> <i>Wrestler vs. Wrestler</i>	Three round match	15 min.	Each player selects one wrestler from the 12 wrestlers. When one side wins two rounds, the game is over. When there is a draw after the three rounds are over, the player with more points is the victor.
Two Player: Tag <i>Two Person Game-</i> <i>Tag Team vs.</i> <i>Tag Team</i>	Three round match	30 min.	Each player selects two wrestlers out of the 12 to form his tag team. As in the single match, whichever team wins two rounds win the game.

Time Per Match

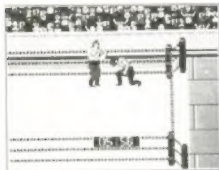
The amount of time per match varies according to the mode, and is shown at the bottom of the screen throughout the match. When there is no time left, "Time Over" will be displayed, and the game will be declared a draw.

Ways to Win:

Fall Count	When a player falls, the fall count is shown on the bottom of the screen, and when your opponent stays down for three counts, you win by "Fall"
Give Up	When a player applies a hold technique, and when the opponent's power point is 0, "Give Up" appears on the screen and you win by "Give Up".
Penalty Count	When a player climbs on top of the rope in a corner, a penalty count is displayed at the bottom of the screen. If the count reaches 5, he loses by "Penalty".
Out of Ring Count	When a player goes outside the ring, the out-of-ring count is displayed on the bottom of the screen. If the count reaches 20, the player will lose by being "Out-of-ring". If both wrestlers are out of the ring at this time, then it will be a draw.

Points won:	
4 points	Winning by "Give up" or "Fall"
2 points	Winning by "Out of Ring" or "Penalty"
1 point	Draw by both sides being "Out of Ring" or "Time Running Out"
0 points	All losses

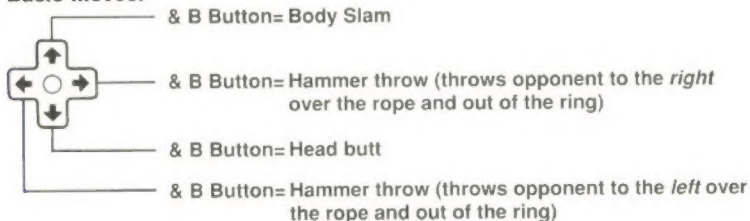
Guide to Executing Moves



The basic moves, favorite moves, and specialty moves can only be used when the player is in contact with the opponent.

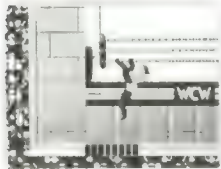
All players can kick and punch. After the opponent has been hit a number of times, he will kneel on the ground. Now is the time to take advantage of your opponent's weakness. Use a more advanced move to really nail him!

Basic Moves:



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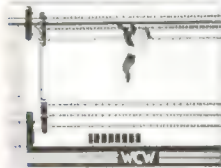
Favorite Moves



Choose four favorite moves at the beginning of each game for each player. When you choose these moves, one section of the + button (right, left, up or down) will turn red. Remember which part of the + button controls which move. Push the + button with A button to execute the move when the opponent knees down. When the move is correctly executed, the power meter will appear at the bottom of the screen.

When A button is continuously pushed, the power meter constantly increases and decreases. Damage to the opponent will be greatest if you release the A button when the power level is high.

Specialty Moves



Push A and B button at the same time to execute the specialty move. You can only perform this move near the center of the ring, and only when the opponent's total power points are below a certain level.

When a specialty move is applied correctly, the screen flashes, and the meter automatically reaches the highest level. Your opponent will suffer considerable damage.

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Additional Moves

Running:

Start the wrestler running by pushing the **+** button to the right or left while pressing A and B button continuously. When the wrestler begins running across the ring, push A or B buttons to perform the wrestler's special running move.

Flying move:

The opponent can jump down into the ring by climbing up on to one of the four corner posts and using A or B button. All wrestlers can use the flying move. To climb up onto a corner post, press the **+** button in the direction of the corner, then execute a Diving Body Press with A button or Diving Knee Drop with B button.

To avoid a flying move, hit A or B button continuously.

Fall:

Use A button near where the opponent has fallen down to keep him down and begin the count. To get up before the final count, hit A or B button repeatedly.

When you fall near the rope, it automatically becomes a rope break.

Pulling up the opponent:

Use B button near the feet of the fallen opponent.

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Climbing in and out of the ring:***Climbing out:***

Touch the rope and use the **+** button down while pushing button A or B. You can climb outside of the ring only when your opponent is already outside the ring.

Climbing in:

Touch the rope on the lower part and use **+** button Upward while pushing A or B button.

Attack with a deadly weapon:

Deadly weapons will appear only outside the ring. To pick up the weapons, use A or B button near the weapon. Once you've grabbed hold of the weapon, use A or B button near your opponent to use it.

Getting away from the opponent's hold:

Locks or holds can be especially painful. To escape a Neck Wringer, Scorpion Death Lock, Cobra Twist, Boston Crab or Neck Hang, continuously push A or B button.

In a tag match, your tag team partner will come to your rescue. To call your partner into the ring, go back to your team's corner and use A or B button. Remember, once you switch, you cannot change players again for at least 8 seconds.

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Wrestlers

Name	Favorite Moves	Specialty Move	Running Move
Ric Flair 	<ul style="list-style-type: none"> Powerbomb Back Drop Rolling Kick Stomping Head Kick Toe Kick Toe Kick Toe Kick 	<ul style="list-style-type: none"> Powerbomb Back Drop 	<ul style="list-style-type: none"> Back Drop Back Drop
Sting 	<ul style="list-style-type: none"> Powerbomb Back Drop Rolling Kick Stomping Head Kick Toe Kick Toe Kick Toe Kick 	<ul style="list-style-type: none"> Powerbomb Back Drop 	<ul style="list-style-type: none"> Back Drop Back Drop
Lex Luger 	<ul style="list-style-type: none"> Powerbomb Back Drop Rolling Kick Stomping Head Kick Toe Kick Toe Kick Toe Kick 	<ul style="list-style-type: none"> Powerbomb Back Drop 	<ul style="list-style-type: none"> Back Drop Back Drop

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Name	Favorite Moves	Specialty Move	Running Move
Mike Rotunda 	<ul style="list-style-type: none"> Body Press Back Kick Back Kick Back Kick Back Kick Back Kick Back Kick Back Kick 	<ul style="list-style-type: none"> Body Press 	<ul style="list-style-type: none"> Back Kick Back Kick
Road Warrior "Hawk" 	<ul style="list-style-type: none"> Body Press Back Kick Back Kick Back Kick Back Kick Back Kick Back Kick Back Kick 	<ul style="list-style-type: none"> Body Press 	<ul style="list-style-type: none"> Back Kick Back Kick
Road Warrior "Animal" 	<ul style="list-style-type: none"> Body Press Back Kick Back Kick Back Kick Back Kick Back Kick Back Kick Back Kick 	<ul style="list-style-type: none"> Body Press 	<ul style="list-style-type: none"> Back Kick Back Kick

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Name

Favorite Moves

Specialty Move

Running Move

Rick Steiner



Rock Drop
Electric Chair
Tombstone
Vertical Drop
Head Buster
Double Arm Suplex
The Great Backbreaker

Rock 'n' Roll Suplex

A Kick Kick
No Spring Kick Kick

Eddie Gilbert



Rock Drop
Electric Chair
Head Buster
Vertical Drop
Tombstone
Atomic Drop
Tombstone Drop
The Great Backbreaker

Vertical Drop Drop

A Kick
A Kick

Michael Hayes



Electric Chair
Rock Drop
Electric Chair
Head Buster
Atomic Drop
Double Arm Suplex
The Great Backbreaker

Roll

A Kick
B Kick

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, stock No. 004-000-00345-4.

90-Day Limited Warranty FCI Game Paks

90-Day Limited Warranty:

Fujisankei Communications International, Inc. (FCI) warrants to the original consumer purchaser that this FCI Game Cartridge shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, FCI will repair or replace the cartridge, at its option, free of charge. Replacement of the cartridge, free of charge, to the original purchaser (except for the cost of returning the game cartridge) is the full extent of our liability.

To receive this warranty service return the defective cartridge along with a dated proof of purchase and your name and address to an authorized FCI dealer or directly to FCI:

Fujisankei Communications International, Inc.
150 East 52 Street, New York, N.Y. 10022
Attention: Returns Department
(212) 753-8100

This warranty shall not apply if the cartridge has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other unrelated causes to defective materials or workmanship.

Warranty Limitations:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL FCI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The Provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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Not Just Kid Stuff

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